

FIG. 1 is a block diagram of a computer system 100. The system 100 includes a processing unit 120, system memory 130, and various input/output interfaces. The system memory 130 is divided into non-volatile memory 131 (containing BIOS 133 and operating system 134) and volatile memory 132 (containing application programs 135, other program modules 136, and program data 137). The processing unit 120 is connected to the system memory 130 via a bus 121. The processing unit 120 also includes a video interface 122, an output peripheral interface 123, a user input interface 124, a network interface 125, and a removable non-volatile memory interface 126. The video interface 122 is connected to a monitor 191. The output peripheral interface 123 is connected to a printer 196 and speakers 197. The user input interface 124 is connected to a keyboard 162, a pointing device 161, and a microphone 163. The network interface 125 is connected to a local area network 171 and a wide area network 173. The removable non-volatile memory interface 126 is connected to a removable non-volatile memory 151, which is further connected to a disk drive 155 and a CD-ROM drive 156. The system 100 is also connected to a remote computer 180 via the wide area network 173, which can execute remote application programs 185.

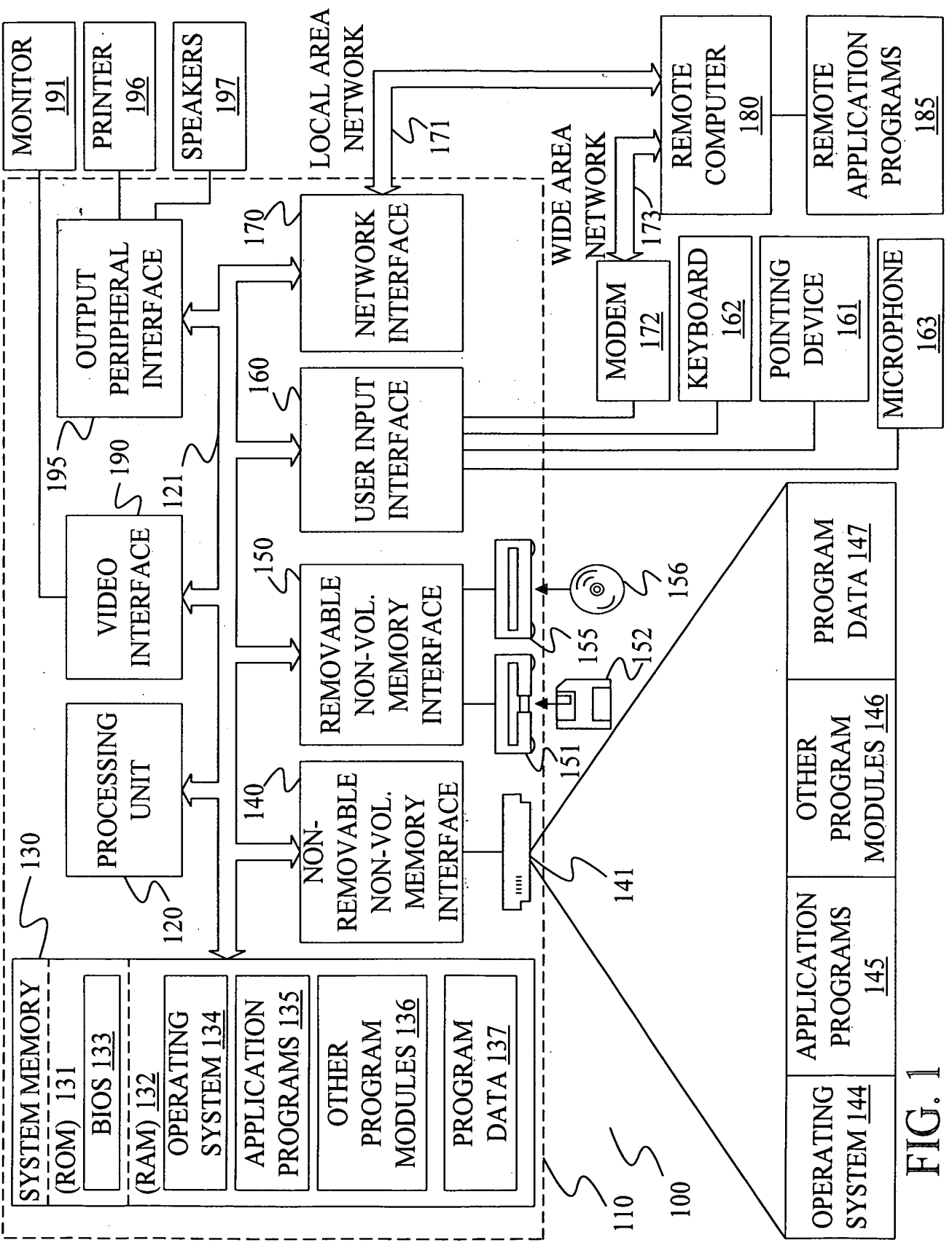


FIG. 1

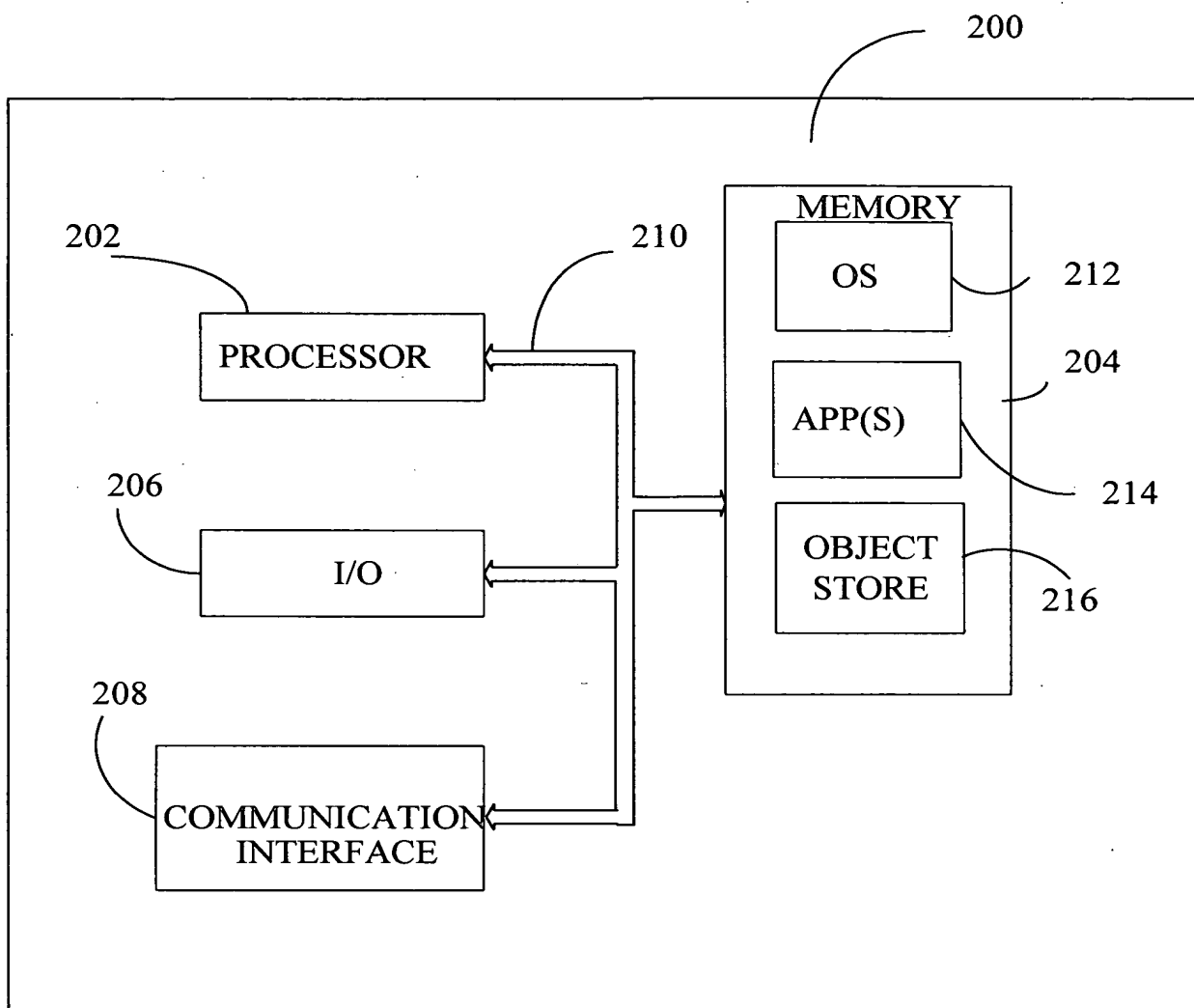
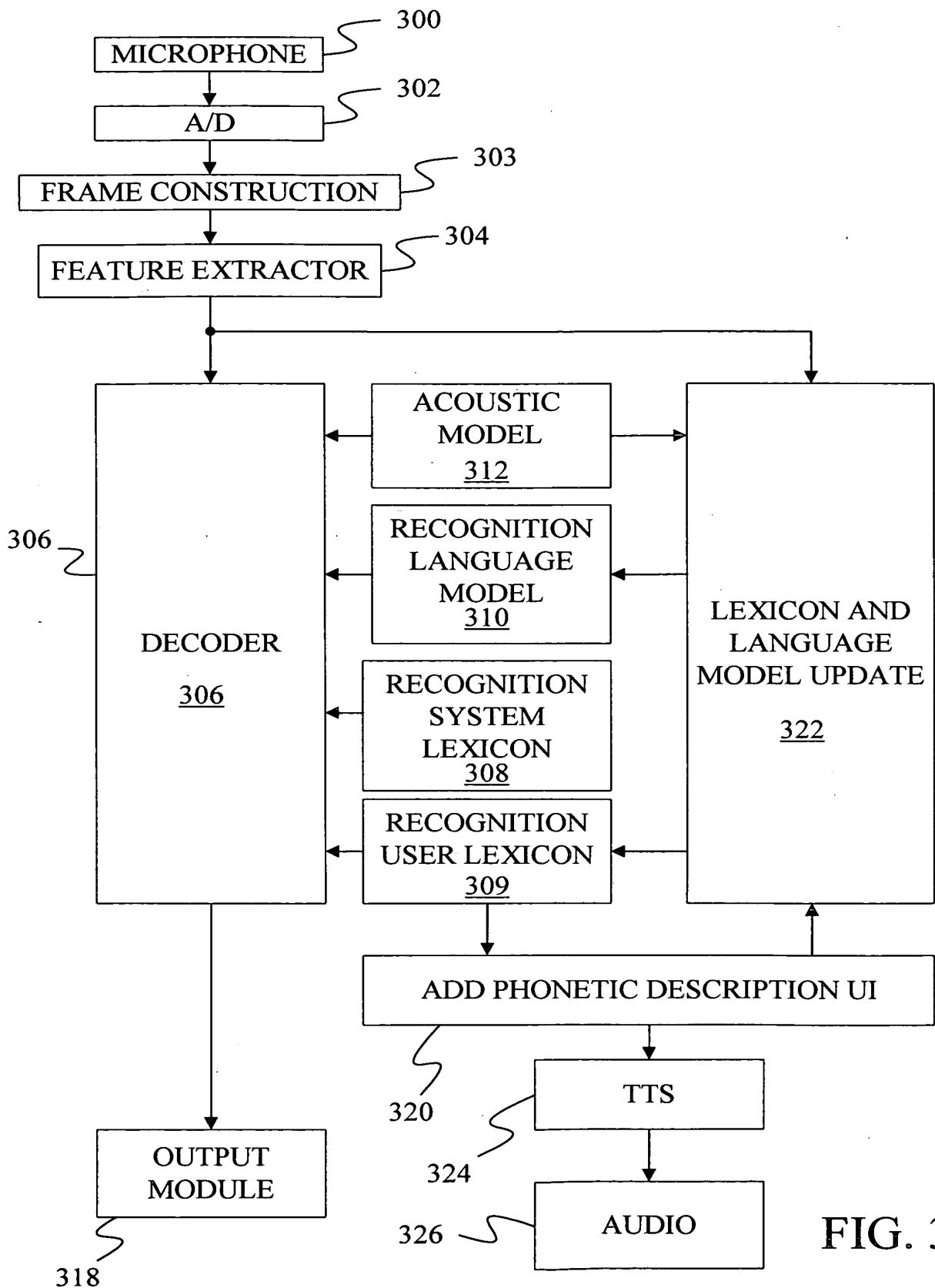


FIG. 2



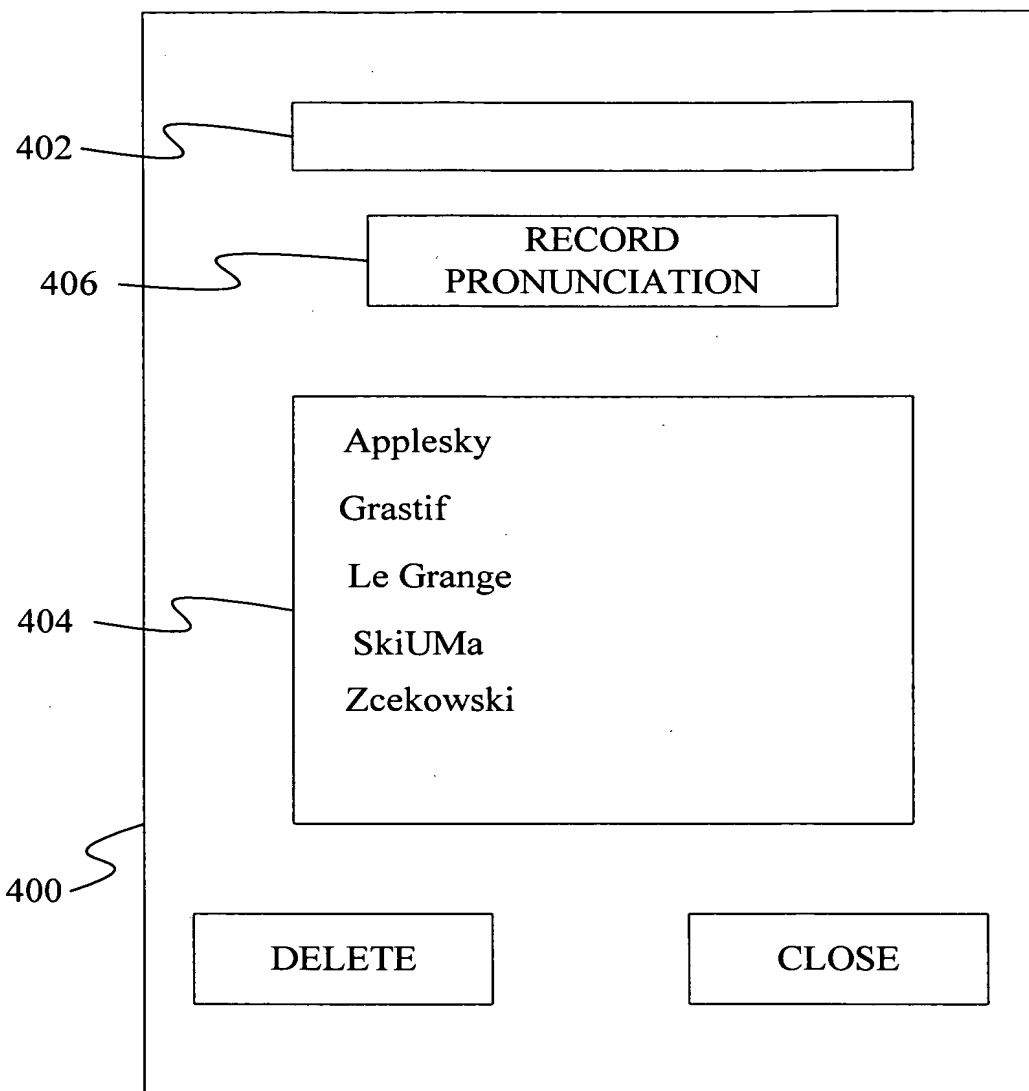


FIG. 4

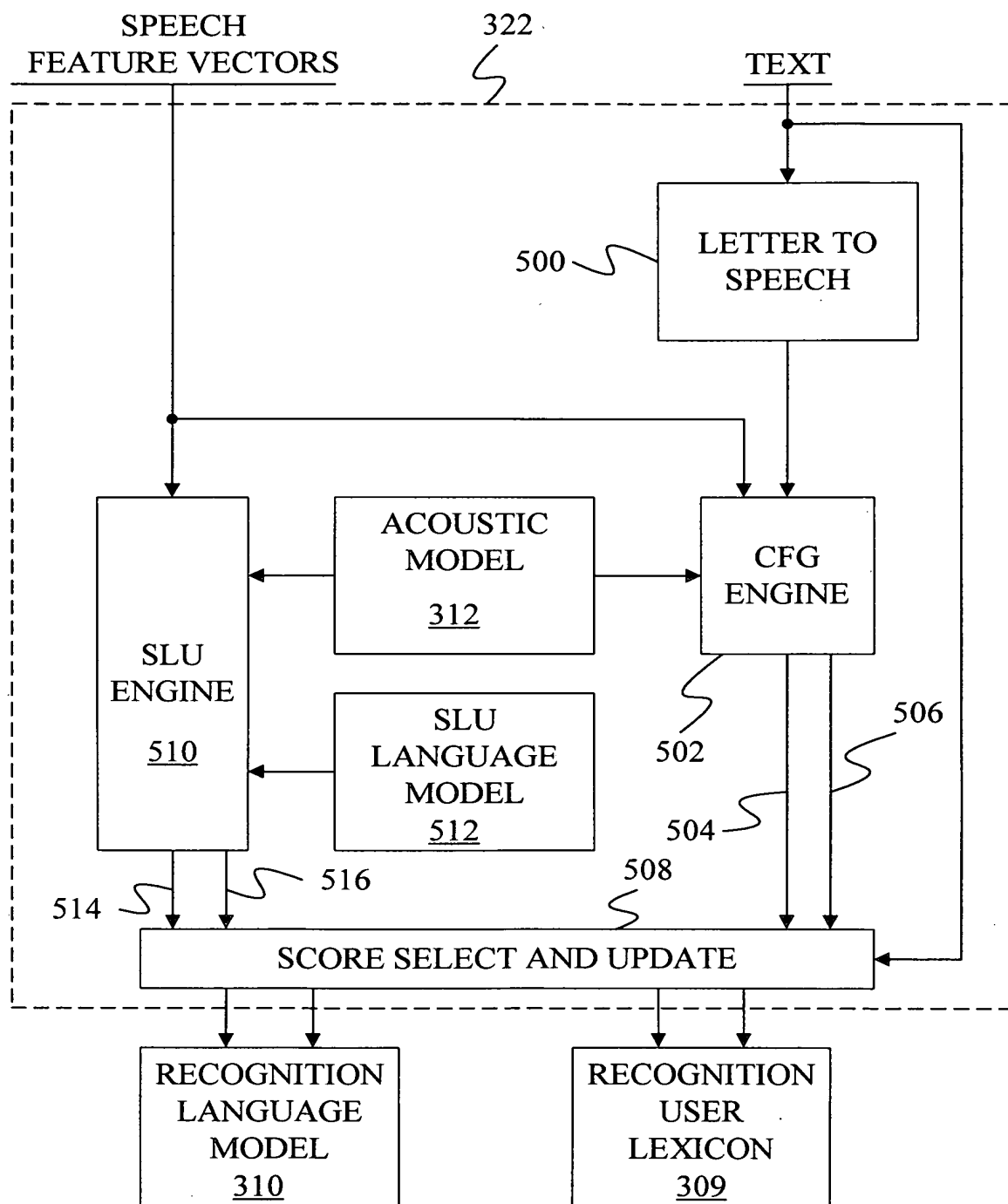


FIG. 5

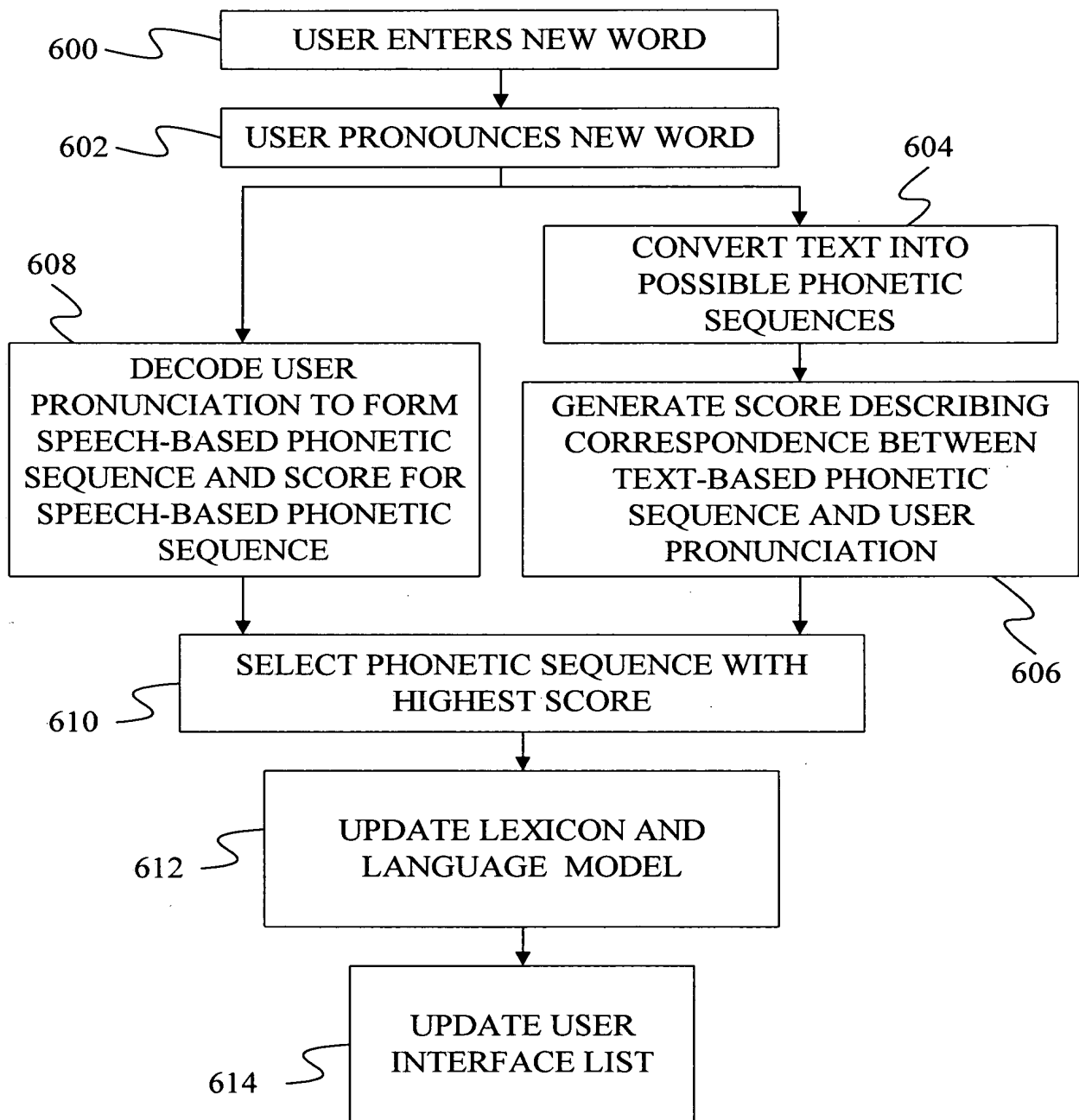


FIG. 6

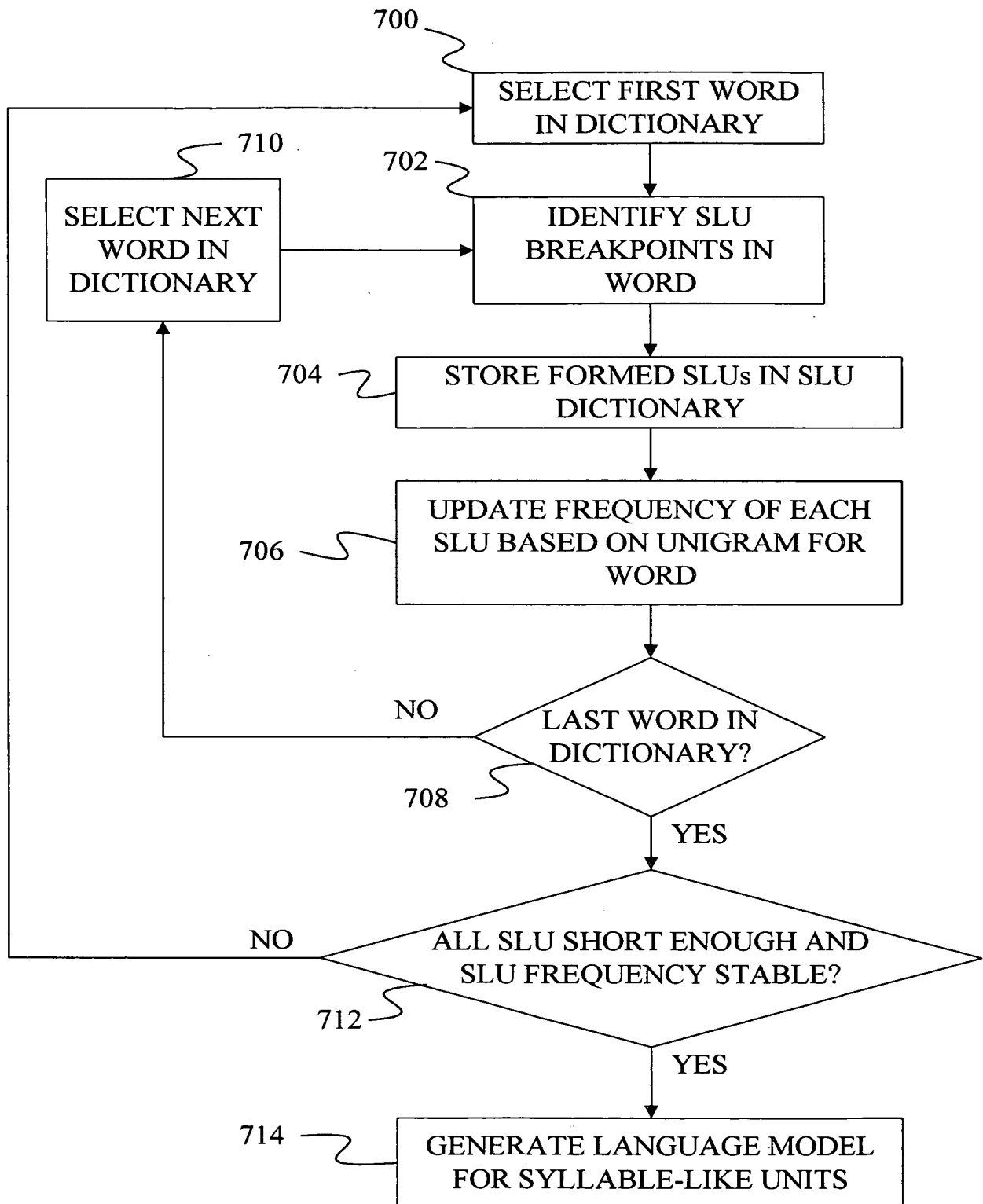


FIG. 7